

Contact

www.linkedin.com/in/luigi-mangione (LinkedIn)

Top Skills

Mobile Game Development
iOS Development
Robotics

Honors-Awards

2016 Valedictorian
Cum Laude
IEEE HKN Lambda Chapter

Luigi Mangione

Data Engineer at TrueCar, Inc.
Honolulu, Hawaii, United States

Experience

TrueCar, Inc.
4 years 2 months

Data Engineer III
October 2022 - Present (2 years 3 months)
Santa Monica, California, United States

Technologies: Java, Spark, MapReduce, Hadoop, Hbase, Phoenix, SQL, Maven, AWS Kinesis, AWS S3, Oozie, ElasticSearch, Druid

- * Spearheaded the transition and integration of lease/loan payments to a new API, expanded pricing data sources, and improved call frequency and conditions, resulting in a 34% increase in new vehicle payments populated and more up-to-date payments on TrueCar.com

- * Designed and developed a pipeline for ingesting data job metrics into Druid, including the frequency and segmentation for efficient storage of metrics. Additionally, built Druid dashboards for metrics visualization, granting the data engineering team the newfound ability to quickly and easily monitor performance impacts within pipelines and historical performance trends - a significant boost to performance tracking and bug fixing

Data Engineer II
October 2021 - October 2022 (1 year 1 month)
Santa Monica, California, United States

- * Led major upgrade and migration of largest/most complex data pipeline at TrueCar to CDP (Cloudera Data Platform) cluster. Effort involved Java version upgrade, overhaul of dependencies, and smooth migration of multiple tables/jobs with minimal with disruption to consumers

- * Developed common job script to be used across Data Engineering organization. Streamlined process allowed engineers across teams to easily run/kill pipelines, resulting in quicker, less error-prone code releases

Data Engineer I
November 2020 - October 2021 (1 year)
Santa Monica, California, United States

- * Designed/built Spark job to generate used vehicle sort scores via localized vs national weighting. Resulted in significant 5% increase in NFE (net funnel engagement) on SRP (search results page) per A/B test results
- * Rebuilt data pipeline to populate used vehicle loans. Resulted in 300% increase in vehicles with lease/loan payments on TrueCar.com

UPGRADE

Founder; President; Project Lead

September 2016 - May 2020 (3 years 9 months)

Philadelphia, Pennsylvania, United States

UPGRADE (UPenn Game Research And Development Environment)

- Founded Penn's first video game development club
- Organized weekly club meetings for 60+ members across 5 projects
- Led a small team of programmers, writers, musicians, artists, and designers on the "College Simulator" project

Stanford University

Head Counselor; Artificial Intelligence Teaching Assistant

June 2019 - August 2019 (3 months)

Palo Alto, California, United States

Stanford Pre-Collegiate Studies

- Designed lesson plans and taught artificial intelligence to gifted high school students
- Supervised 40+ participants with all aspects of residential life such as health and discipline
- Led a 7-member residential staff in creating an inclusive, fun, and stimulating residential community

University of Pennsylvania

Teaching Assistant; Head of Recitation Committee

January 2018 - May 2019 (1 year 5 months)

CIS 121 (Data Structures and Algorithms)

- Taught runtime analysis, data structures, algorithms, and graph theory using Java
- Led committee in creating course-wide weekly recitation materials for 250+ student course
- Instructed 20+ students in weekly recitations, graded homeworks/exams and held weekly office hours

Firaxis Games

UI Programming Intern

May 2016 - August 2017 (1 year 4 months)

Civilization VI Team

- Fixed over 300 UI bugs (25% of UI bug count) using Lua language, Jira software, and Perforce version-control system
- Worked with 10-person Scrum team in Agile environment

Johns Hopkins Whiting School of Engineering

Robotics Researcher

June 2016 - August 2016 (3 months)

Johns Hopkins Laboratory for Computational Sensing and Robotics

- Built, programmed, and documented humanoid robot capable of imitating human motion in real-time using Arduino, Meccanoid, and Xbox Kinect with C#

AppRoar Studios

Co-founder, Lead Programmer

November 2014 - June 2015 (8 months)

Baltimore, Maryland, United States

- Handled game design, social media marketing, and team management
- Published debut app, ranked in top 100 racing games in 12 countries, top 50 racing games in 5
- Technologies: Xcode, Objective-C

Education

University of Pennsylvania

Master of Science in Engineering (MSE), Computer and Information Science · (2019 - 2020)

University of Pennsylvania

Bachelor of Science in Engineering (BSE), Computer and Information Science · (2016 - 2020)

Gilman School

High School Diploma · (2012 - 2016)